

INTERWEAVE PROSPEROUS GARDEN

Prosperous Garden, built in 1975, is serving one of the most aging communities in Hong Kong, in which the outdoor space is being addressed to renovate recently. The old design has secured the basic circulation and provided a vast amount of space for different activities. However the current design is unable to bring the society together with limited facilities and distanced sitting areas, while elderly prefer to rest in shadings and youngsters tend to play under the sun. Therefore the renovation begins with the examination of spatial effectiveness in the park and subsequently proposes corresponding programmes that operate within the existing structures. The major objective of the intervention is to reconnect the people from different age groups and reinforce the cohesiveness of the community. The intervention offers four main programmatic changes to the ground floor, urban farming program, new cafe/ sitting space and extensions of both elderly exercise space and children playgrounds; and there is a new lifted jogging track proposed on the second floor to reinvent the existing circulation.



VR SIMULATION



SPATIAL MANAGEMENT

The design is constructed based on the original circulation flow, separating dynamic activities and static activities with the major walkways connecting Tung Kun St and Ferry St, these two zonings are then subdivided into four with an opposite axis walkway. The four zonings accommodate the ideas of urban farming podium, new cafe/ sitting space, elderly exercise space and children's playground, while greens are used as soft boundaries between zonings. Organic design language is implemented to replace the rigid corners with energetic flows.

EXISTING PROBLEM



Users tended to hide under shaded areas under the double-deck podium no matter what weather, which left other open spaced facilities unused most of the time.

The area surrounding the plaza is fragmented while these pocket spaces impose a feeling of stitching patches instead of an integrated design.



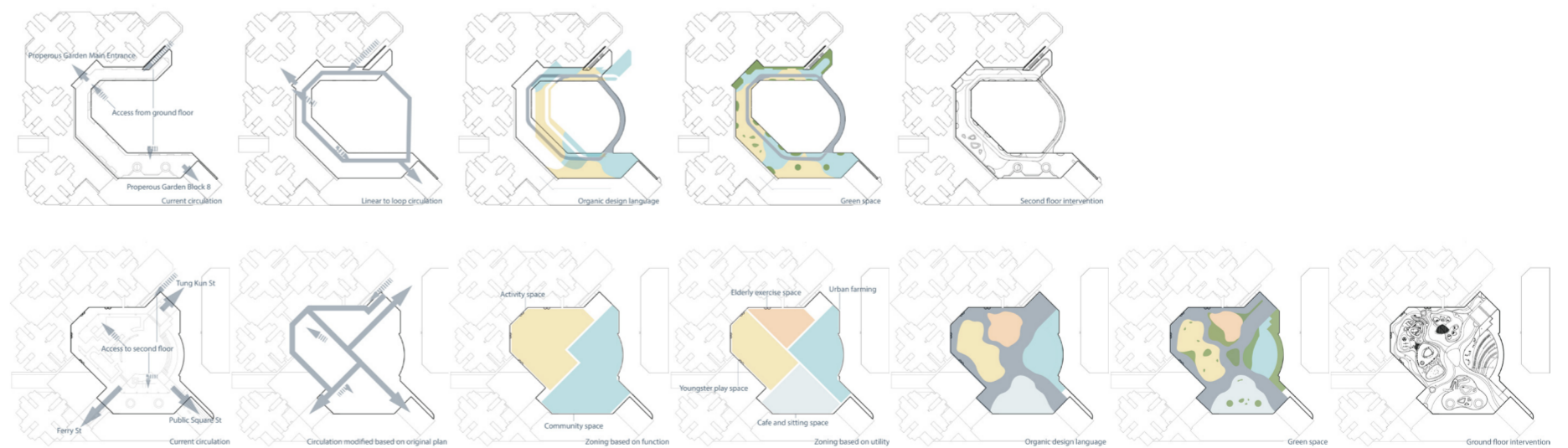
The vast empty plaza is left open without programs to draw users, in contrast the non-human scale structures are not friendly for people to utilize the open space.

The garden has insufficient facilities for both children and elderly to actively engage within the site.

CONCEPT DIAGRAM



SITE ANALYSIS





LIFTED WALKWAY



SITING & CAFE



PLAYGROUND



TREE HUT



POP UP STORE



EXERCISE SPACE



URBAN FARM



SITING OUT SPACE

